Sytze Zeijlmaker
Full-stack Ruby on Rails Developer

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No sponsorship required

Personal statement

I'm a highly productive, solution-focused and collaborative software developer with 5+ years professional and 15+ years personal experience programming. I have a track record of unlocking stalled projects by providing teams with a technical vision, motiviation, the confidence to get started and the momentum to see things through. I care deeply about code quality and future-proofness, aiming for simplicity, readability, keeping related code close together, exhaustive testing of behaviour, and sensible performance trade-offs. I work with a broad perspective, keeping in mind product design, user experience, accessibility and business value and I love to contribute ideas beyond just the code.

Work experience

Senior Software Developer & Squad Lead   Sumdog   Oct 2023 - Present

Ruby on Rails, Rspec, Scala (Akka), JavaScript (Vue.js), Postgres, AWS, Terraform, Gitlab   learn.sumdog.com

• Leading a team of senior developers, a QA and a PM, working across many technologies.

• Delivered the 'Fluency Booster' feature, which required substantive changes throughout the stack in complex and high throughput (~1.5M questions a day) areas. It enables more personalised, non-linear curriculum progression, reducing the average number of questions to complete a skill from 132 to 53, while improving insights in reports, increasing teacher engagement with the dashboard.

• Making improvements out of my own initiative. For example: I optimized an endpoint that took 20s for big schools to 7s. I optimized our most time consuming endpoint from 13% to 7% of total server time. I created several tools for QA and CS to save developer hours. I improved our CI pipeline to make it easier to deploy to various environments. I deleted 1000s of lines of unnessecary code. Pages had mixed Vue and AngularJS code competing for the History API; I separated that out to fix browser navigation functionality.

Head of Digital Development   University of Bath   Apr 2022 - Sep 2023

Ruby on Rails, JavaScript (jQuery), Oracle DBMS, Hugo (static site gen), Gitlab   bath.ac.uk

• Led team of 3 other developers and 1 UX designer, building features for bespoke CMS 'Typecase', acting as a lead developer, product manager and line manager, directly reporting to the CMO.

• Optimised time to publish a page from 2-3m to 30-50s, which includes regenerating the entire site.

• Led successful recruitment, interview process and onboarding for 2 new Ruby developers.

Full-stack Developer   Endeavour Group   Oct 2019 - Mar 2022

PHP (Laravel, Symfony, CodeIgniter, Wordpress), TypeScript (Angular, Ionic), MySQL, Gitlab   endeavour.nl

• Worked simultaneously for many clients such as Unit Victor, Okhuysen, Aalberts and BizzKiss, effortlessly switching between a large variety of tech stacks.

• Built full-stack features for web and mobile applications, autonomously and as part of small teams.

• Played a leading role launching greenfield front- and backend for dating app BizzKiss.

• Coached interns and trainees and held tech presentations.

Education

Classical Composition   Codarts Convervatory   2014 - 2019

JavaScript, WebGL, GLSL, WebAudio, WebMIDI, SuperCollider   github.com/sytzez/audiovisual

Developed tools for real-time generated audiovisual performances and algorithmic music composition.

Personal projects

Muscade	Service to render animations from MIDI.	Rust (Axum, Bevy), Ffmpeg	2024
rpsbrawl.com	Online multiplayer game.	Rust (Axum, Tokio), PIXI.js, Websockets	2024
Muvis	Web app to render animations from MIDI and sync to audio.	React/Redux, WebGL, GLSL	2019
Games	I've made countless small games.	Flash, Blitz3D, C# (Unity), C (OpenGL)	2006-14

Read this CV in Ruby: github.com/sytzez/cv/blob/master/src/main.rb